



Course Description

PER-275-1: Law Enforcement Active Shooter Emergency Response, Train-the-Trainer

Description:

The Law Enforcement Active Shooter Emergency Response (LASER) course uses a mixture of classroom presentations, hands-on field training, and practical exercises to enhance the response capabilities of law enforcement officers in order to effectively respond to and stop an active shooter incident. This class aims to provide participants with the knowledge, skills, and abilities to rapidly deploy and neutralize violent offenders during active shooter incidents in order to prevent the loss of innocent lives. In addition, this course aims to teach and instruct others to do the same. The Train-the-Trainer iteration of the LASER course allows participants to become certified course instructors and deliver the course to their co-workers and their organization's employees.

Course Objectives:

- Apply individual and team clearing techniques during a tactical movement involving an active shooter
- Undertake appropriate planning measures in advance of an active shooter incident using departmental policies as a tool and describe operational and communication needs unique to an active shooter incident
- Use emergency breaching tools and techniques during an active shooter incident
- Effectively respond to and resolve a practice scenario based on an active shooter incident

Prerequisites:

You must be a US Citizen to take this course. If you are not please let us know by email for further instruction at OEM.TRAINING@DHSES.NY.GOV

All participants must have a FEMA Student Identification (FEMA SID) number. Students can search for their existing/create a new FEMA SID at: <https://cdp.dhs.gov/femasid/>.

Length: 24 Hours

Target Audience:

- Law Enforcement

Cost:

There is no fee for the course. Other cost considerations are detailed in each LMS course offering.

Signup Details:

Register through the New York State DHSES Learning Management System. Access the LMS through the link on the calendar webpage.